

IN THE CLAIMS

1. - 24. (Cancelled)

25. (New) A method of recording gaming table transaction data, comprising:

- a) initiating a session;
- b) receiving a first input from a keypad, the first input indicative of a transaction type;
- c) displaying the transaction type in at least two locations;
- d) receiving, subsequent to (c), data indicative of a dollar amount associated with the displayed transaction type;
- e) displaying the dollar amount in at least two locations; and
- f) determining whether to record an entry including at least the dollar amount; wherein the transaction type is selected from the group consisting of inventory, cash, marker, credit, fill, and marker repay.

26. (New) The method of Claim 25, wherein initiating the session comprises:

- receiving an input from an open/close function key at a time when a session flag is in an off state;
- receiving an operator identification;
- determining whether to enter the operator identification; and
- changing the state of the session flag to an on state.

27. (New) The method of Claim 26, wherein determining whether to enter the operator identification comprises determining whether a next input after receiving the operator identification is from an accept key or from a cancel key.

28. (New) The method of Claim 27, further comprising:

waiting, subsequent to (d), to receive a second input from one of two allowable inputs.

29. (New) The method of Claim 28, further comprising:

receiving the second input from an accept key; and
recording the transaction type and the dollar amount.

30. (New) The method of Claim 28, further comprising:

receiving the second input from a cancel key; and
clearing the displayed transaction.

31. (New) The method of Claim 29, further comprising:

outputting the recorded transaction types and dollar amounts.

32. (New) The method of Claim 25, further comprising terminating the session.

33. (New) The method of Claim 32, wherein terminating the session comprises

receiving an input from the open/close function key at a time when a session flag is in the on state;

receiving an operator identification; and
changing the state of the session flag to the off state.

34. (New) A computer-implemented method of tabulating entered transaction data

for comparison to the inventory of gaming chips, receipts, and cash that are deposited in a gaming table lock box, comprising:

- a) receiving an input from a function key;
- b) prompting an operator, if the input was received from an open/close function key, for an operator identification;
- c) displaying, if the input was received from a cash function key, a cash transaction type, receiving first information indicative of a first dollar amount that is associated with the cash transaction, and storing the cash transaction type and the first dollar amount;
- d) displaying, if the input was received from a marker function key, a marker transaction type, receiving second information indicative of a second dollar amount that is associated with the marker transaction, and storing the marker transaction type and the second dollar amount;
- e) displaying, if the input was received from a fill function key, a fill transaction type, receiving third information indicative of a third dollar amount that is associated with the fill transaction, and storing the fill transaction type and the third dollar amount;
- f) displaying, if the input was received from a credit function key, a credit transaction type, receiving fourth information indicative of a fourth dollar amount that is associated with the credit transaction, and storing the credit transaction type and the fourth dollar amount;
- g) displaying, if the input was received from an inventory function key, an inventory transaction type, receiving fifth information indicative of a fifth dollar amount that is associated with the inventory transaction, and storing the inventory transaction type and the fifth dollar amount; and

h) displaying, if the input was received from a marker repay key, a marker repay transaction type, receiving sixth information indicative of a sixth dollar amount that is associate with the marker repay transaction, and storing the marker repay transaction type and the sixth dollar amount.

35. (New) The method of Claim 34, further comprising repeating (a) - (h).

36. (New) The method of Claim 35, further comprising:

receiving, prior to storing any transaction type and prior to storing any dollar amount, an input from an accept function key.

37. (New) The method of Claim 34, further comprising:

subsequent to receiving an operator identification, determining whether a session flag is set;

setting the session flag, if the session flag is not set; and

resetting the session flag, if the session flag is set.

38. (New) The method of Claim 37, further comprising:

determining whether an input has been received from the accept function key prior to determining whether the session flag is set.

39. (New) The method of Claim 34, further comprising:

receiving an operator identification;

receiving an input from an accept function key; and

toggling the state of a session flag.